

**O** YOUR  
\*  
**ric**

**FOR A GREAT  
COMPUTER**

ORGANISED BY K. THOMPSON

ISSUE 8

DEC/JAN

**STOP PRESS.....**

**EUREKA! HAVE THEY HAD IT?**

It has recently been learned that Eureka! - the French company controlling Oric Products International are in receivership. W.E. visit Paris soon to assess the situation and will inform us, W.E. say there are at present a good selection of titles available at cheap rates - there is no need for panic buying!

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W.E. have acquired 'Abbot Computer Products Ltd' are now agents for Amstrad, supply most other computing equipment and are currently launching another company 'Abbot (Distribution) Ltd' to import directly from the Far East.

Anyone interested can obtain further details by telephoning W.E. - Abbot (06845) 69059/62061 or FAX (06845) 69237.

**INSIDE**

.....**STOP PRESS**

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# ORIC NEWS

## BYTE DRIVE SOFTWARE

Dr.R.McLaughlin has informed us of machine code software that's available for the BYTE DRIVE users written by himself for his company RAYZORSOFT. Here is a list of available software:

- 1) Conditional Macro Assembler.
- 2) Disk Manager (full screen disk editor)
- 3) WORD-SPEED (wordprocessor like WORDWISE for BBC)
- 4) Extended Basic & DOS (EPROM on expansion board as high as #B500 in text)

All are available for 10-sector and 11-sector hybrid cable systems.

Also for ORIC-1 & ATMOS cassette based machines:

- 1) Conditional Macro Assembler
- 2) Utilities for BASIC (renumber, OLD, block line delete, REM & space stripper, RESTORE to a line number)
- 3) WORD-SPEED (under preparation)
- 4) Extended basic/tape system (expansion board & software under preparation)

Further Dr.R.McLaughlin has managed to transfer cassette based software to BD500 disks, he also has many ORIC-1 & ATMOS addresses of system CALL's including all the arithmetic routines.

For further details concerning the above, you can write to Dr.R.McLaughlin at:

Dr.R.McLaughlin.  
28 Farmfields Close,  
Sheffield,  
S19 6LR.

## THEORIC ENDS!

Sad news has reached us here at Your Oric. The French magazine devoted to the Oric Owner has ended with the December issue. Theoric has published some 40 issues of the magazine. A great magazine that will be sadly missed by a lot of Oric Owners.

CALLING ALL TELESTRAT OWNERS

A USER GROUP NEEDS YOU!

A User Group is being set up for the Oric Telestrat computer. If any users of the Telestrat are interested in helping out in setting the group up should write to the following address: 8 Bluebell Estates, Pandy, Gwersyllt, Clwyd, LL11 2UG.



Dick 'Kay' Thompson

AVLY



# Ed's Comment



Readers, sorry for the delay in getting this issue out to you. As mentioned we will be closing Your Oric very shortly, but not as a bumper issue. I feel that a bumper-issue of Your Oric would have been to sudden. So, what I have done is to split the bumper-issue into four separate issues. This way you will have Your Oric for another whole eight months.

There will not be the usual amount of news in the next four issues, because there isn't any. French Leave will keep you in touch with events from France. Archimedes will also be giving a list of names and addresses in France that stock Oric products.

Basic type-in programs in a new format, not seen in Your Oric before will play a major part in the issues to come. These type-in listings are of the best that you can expect. A taste of what's to come is shown by this issues listings. They come from Mr. Williamson of Lancashire who sent in Line Drawings, Mr. Williams from Surrey sent in Siege an arcade game and Mr. Poat, from Cumbria who sent us Monitor a simple monitor routine.

All BASIC type-in listings are LOADED off from disc and therefore should be ERROR FREE. We will be featuring Interviews with Gary Munro the author of the Hellion, Micronet Chatline a scoop from the Heathrow Penta Hotel! And Adventure Spots that put Your Oric number 1. And of course our man Archimedes will be getting the latest news from France.

All I can say at this point, is the more pokes, cheats, listings, adventure problems we get the better the content of the newsletter. What do contributions make? A better Newsletter! So please send in anything that's of use, I would like to hear from you soon.

I would like to take this opportunity to thank Miss. Judy Simms from Edgbaston, who wrote a lovely letter congratulating me on producing an excellent Oric Newsletter. What I have done is to repeat the lines that you don't understand in Word Square by A.J. Ford. Here they are below. Judy Simms also has asked me to ask other Oric Owners if they would like a Pen Friend, if so Judy Simms would like to hear from you, contact this address: FLAT 1, 20 Holly Road, Edgbaston, Birmingham, B16 9NH.

Well, yet again another great newsletter just gone out. I would like to wish all my readers, a very merry xmas and a happy New Year.

A.J. Ford's Word Square.

```
5 QU=#E6CA:SL=#E804:IFDEEK(#FFFC)=#F88FTHENQU=#E76A:SL=#E93D
20 PLAY7,0,1,1000:MUSIC1,1,1,0:MUSIC2,1,5,0:MUSIC3,1,8,0
38 PLOT3,10,"the size of the word puzzle."
110 NEXTX,Y:AS$(SK,SK)=CHR$(32)
225 IFA$=CHR$(10)ANDSY>1THENB$(SX,SY)=B$(SX,SY-1):B$(SX,SY-1)=" ":SY=SY-1
253 IFMV<LM(SK)THENLM(SK)=MV
260 PLAY1,0,0,0:FORN=300TO100STEP-100:FORZ=NTON-50STEP-1:SOUND1,Z,8:NEXTZ,N
275 IFA$="Y"THEN10ELSECLS:PAPER7:INK0:POKE#26A,3:POKE#BBA3,0:PING:END
170 PLOT28,7,CHR$(4)+"SKILL:"+STR$(SK-3):PLOT28,11,CHR$(3)+"ESC TO END"
```

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## K. Thompson



# FRENCH LEAVE

# BY ARCHIMEDES

Although once again there's lots of good news from France, the lead article in Your Oric No.7 set me thinking; as a result 'French Leave' this time falls into two parts. The first is really a collection of personal thoughts at what may be a cross-roads for the Oric in the U.K., the second the more usual racy news so beloved of my readers!

I can well remember the days when Oric U.K. had their head office with Tansoft in Cambridge, when you could call in and buy software or a copy of 'Oric Owner', when the 'Stratos' was promised, and all seemed well with the world. Oric even cottoned onto the software problem, and were about to launch a uniform range, properly packaged and marketed. Then a couple of creditors put the boot in (and the Receiver), and we all trembled...

Now, where do we stand today? Oric is French of course; it launched the Stratos as the Telestrat, a radically changed French version with the Basic reworked by one Fabrice Broche, and strongly angled to the current French passion for Prestel-type communications. It took a little time to get going, but established a niche in the market. Then, lo and behold, Oric had a good idea - to restart promoting the Atmos, and make the Telestrat totally compatible with the Oric-1 and Atmos, in other words to treat the Telestrat as a computer as well. And then an even better idea - an Oric shop, selling the whole range, with Oric buying the rights to the best existing software. And this time it's happened for real and is providing the success one would expect.

What does this mean for the U.K.? Well, firstly our dear old Oric is NOT dead as are some contemporaries. It is alive and kicking in Paris. What's more, Oric have a U.K. agent in W.E. Software, and while we have yet to see the recent strides taken in Paris reflected here, we do have a direct link to where the action is.

Again, in France there is a monthly glossy magazine, Theoric, dedicated to the Atmos and Telestrat. On a lesser scale, but just as importantly, the U.K. has 'Your Oric' - or will have as long as we really want it and are prepared to put more into it than the subscription.

Yet we are at a crossroads. Either U.K. Oric owners loose interest and dwindle in numbers, loose 'Your Oric' and cause W.E. to abandon their agency, or they move forward, each doing their bit to support W.E. Software and 'Your Oric' - and it need only be a bit if everyone joins in! The crucial thing to remember, with that far from being dead, the Atmos is currently on sale, with new software being written and a sound user base. Personally I have no desire to loose my Atmos - it's still one of the nicest home computers around, especially with some of the superb French Software.

And there's the rub - there are new English software titles being released, but the real source is, and now really has to be, France. This is especially so if you have a Microdisc, with Oric now selling over fifty titles from the Paris shop. After all, a French arcade game is as good as, if not better than any other, and just as easy (hard!) to play.

So where do all these ramblings lead? Well, I have yet to receive one letter from a reader of French Leave! Now that means either that all of you are satisfied, or that most readers aren't really concerned about French Software. And if it's the later..... Q.E.D. (as Archimedes said?!), we dwindle on, while The Atmos remains buoyant in France.

So really this is a plea for involvement right across the range of Oric software by everyone anxious to see Oric survive in the U.K. - and for involvement in the one source of news and information in England - Your Oric. Just imagine losing the contact it gives you with other Atmos and Oric-1 owners, and with that French scene. Otherwise I can see dear old Archimedes organising cross-channel shopping trips to the Oric Shop in Paris... (now there's a thought!.... See you in Calais? If you're tempted, drop me a line c/o Your Oric).

While in the U.K. Oric owner agonises and doubts, the contrast across the channel is marked. The test of Oric's strength now has to be the French marketplace, and there things are going great guns; which brings me back to earth and, mindful of our learned editor's deadline, to this times news...



## NEWS

Biggest news is Oric's release of the full Loricels catalogue, including such greats as 3D Fongus, L'Aigle d'Or, Lorigraph, Super Jeep, Doggy, Stanley and Star. Also the Tansoft and Softek catalogues are secure in Oric's hands. Presumably W.E. Software can now secure regular supplies of these lists.

### Atmos

Oric International have released some useful add-ons:

Real-time clock, battery back-up, 590F

RS232 Interface with full parameter flexibility from 50-19, 200 baud and 5 to 8 bits, 390F

V23 non-returnable modem, Full Duplex 1200/75 and Half Duplex 1200/1200 rates. 1000F incl. RS232 Interface.

V23 returnable modem due shortly - 1500F

FACSIM - turns your Oric-1/Atmos + Microdisc into a FAX machine, 390F

RTTY - same, but a telex machine - 390F

### New Software

Oric International: Easytext word processor - disc, 390F

Bleu Ciel: D.A.O. - a 36 function graphics utility, icon driven - cassette, 160F

### Telestrat

The steady flow continues:

From Oric: Messagerie - letterbox utility - disk, 1500F  
Graph - utility using mouse, windows etc. - disc 200F  
Dumparbo - prints videotext - disc, 200F  
Statdisc - disc housekeeping utility - 250F

From CEITAE0: Pro.Videotext Editor - 190F

Now in the U.K. that would be quite a list to follow the one in Your Oric No.7! And the crucial thing to notice is the support for the Oric-1/Atmos - Oric are actually producing add-on peripherals and effective software extensions as well as securing the best of the current software.

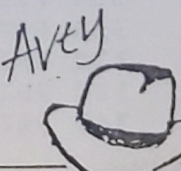
The most interesting news I've left to last. Oric will in November release a brand new computer, the Telestrat II. This will complement, not replace the Telestrat. It will come in a metal-case, with a detachable keyboard, and two 3" + double face double density (i.e. 800K) disc drives. It will have 80 columns, and a built in clock, assembler and full Telematic software. The price? 10,000F, or £1,000.

So now, are you really going to let your Oric (or even Your Oric) slide into oblivion - or will you take heart from what's happening in France, and remembering that your only English source of news and info from France is Your Oric, put pen to paper and keep our newsletter healthy and prosperous....as the French say, the more things change, the more they remain exactly the same!!! Let's each try and change a little so that we can keep things the same. Here's hoping we meet in the next issue.

Au revoir, Archimedes.



Dick 'Kay' Thompson





# HOW TO SUBMIT PROGRAMS TO 'YOUR ORIC'

All program listings should be sent in by tape with full details, we have our own printers to give a printout suitable for use in the Newsletter. It is therefore not essential that you send listings for BASIC programs. We must have listings for Machine Code though. If you wish for your programs to be returned please include a stamped Self Addressed Envelope. The address to write to is :-

Hints & Tips, Your Oric, 41 Morden Gardens, Mitcham, Surrey CR4 4DH

## DISC AUTOLOAD MENU BY MICK POAT FOR ORIC-1/ATMOS

Mr Mick Poat has sent in another superb utility this program is aimed at the Disc Drive users amongst the readers and goes some way to solving the problem of having to type in the title of the program you want to load.

### ATTENTION ALL DRIVERS.....

Disc Drivers that is. This program is meant to be used as the 'BOOT UP' file on either ORICDOS or RANDOS. When a disc with this program saved on it, under the title 'BOOTUP', is loaded into the Drive and the reset button pressed, an Icon of a Disc is displayed in the top left corner of the screen. A flickering arrow is displayed beneath it, which can be moved under control of the cursor keys. If the arrow is placed over the Disc Icon and 'RETURN' is pressed, the program causes a Directory listing to be displayed. If the arrow is now moved so that it covers the first letter of the program you wish to load and 'RETURN' is pressed, the selected program will be loaded from Disc. A lot of typing is saved using this small BASIC program to load the required programs. I have included REM statements within the listing to enable anyone who wishes to, to extend the 'Icon/Arrow' idea to cover many other uses.

```
10 REM *****
20 REM
30 REM **          DISC AUTOLOAD MENU          **
40 REM
50 REM *****
60 REM
70 REM **  Mick Poat 1987. ORIC 1/ATMOS  *
80 REM
90 REM *****
100 REM define icon
110 FORA=#B908 TO #B927:READB:POKEA,B:NEXT A
120 REM define arrow
130 FORA=#B7F0 TO #B7F7:READB:POKEA,B:NEXT A
140 DATA #FF,#20,#2F,#2F,#2F,#2F,#2E,#2C,#FF,#01,#3D,#3D,#3D,#3D,#1D,#0D
150 DATA #2C,#2E,#2F,#2F,#2F,#2F,#20 #FF,#0D,#1D,#3D,#3D,#3D,#3D,#01,#FF
160 DATA #3C,#38,#38,#24,#02,#01,#00,#00
170 REM text screen causes attribute problems
180 LORES 0
190 REM turn off cursor and keyclick
200 POKE#26A,10
210 PRINTCHR$(30):PRINT"          ";
220 PRINTCHR$(4);CHR$(27);"JAUTOLOADER";CHR$(4)
230 C=#BBA8
240 REM put icon on screen
250 DATA 9,33,34,8
260 DATA 9,35,36,8
270 FOR A=0 TO 3:READB:POKEC+A,B:NEXT A
280 FOR A=0 TO 3:READB:POKEC+40+A,B:NEXT A
290 REM instructions
300 PRINT:PRINT:PRINT:PRINT"Move the arrow with the cursor keys"
310 PRINT"to select the ICON.Press RET to print"
320 PRINT"disc directory.Move the arrow to the"
330 PRINT"first letter of the program you wish"
340 PRINT"to LOAD and press RET."
```



```

350 C=#BC49
360 REM loop to print and move arrow.
370 REM keyboard is read by PEEK #208
380 REPEAT
390 X=126
400 F=PEEK (C)
410 IF F=9 THEN X=F
420 POKEC,X
430 D=C:E=F
440 K=PEEK (#208)
450 POKED,E
460 IF K=188 THEN C=C+1
470 IF K=172 THEN C=C-1
480 POKED,X
490 IF K=156 THEN C=C+40
500 IF K=180 THEN C=C-40
510 POKED,E
520 IF (C<#BBA8) OR (C>#BFDF) THEN C=D:GOTO440
530 UNTIL K=175
540 REM if return is pressed this
550 REM routine checks to see if icon
560 REM is covered by arrow
570 IF F<33 THEN 380
580 IF (F<33) THEN 680
590 REM screen cleared and directory
600 REM printed.
610 LORES 0:PRINTCHR$(30):!DIR
620 C=#BC49
630 GOTO 380
640 REM if the first letter of a prog
650 REM title is found,the title is
660 REM made to flash and the prog
670 REM is loaded.
680 POKEC-1,12:POKEC+10,8
690 A$=""
700 FOR A=0 TO 9
710 Z=PEEK (C+A)
720 IF Z<33 THEN 740
730 A$=A$+CHR$(Z)
740 NEXTA
750 !LOAD A$

```

#### SIEGE BY C.R.WILLIAMS FOR THE ORIC-1/ATMOS

C.Williams from Surrey has sent in 'Siege' an arcade game and is Issues 8 Pull-Out program,Mr Williams says.....

In 'Siege',you take the part of a peasant,who incredibly,is the sole survivor of an enemy attack on your castle.Now the enemy troops are moving in for the final kill and are scaling the walls up towards you.Your only chance is to stop their progress.Help also comes from a number of cauldrons,which are filled with oil.These,when dropped, destroy all those troops on the wall at that instant.Unfortunately, you only have a limited supply,so use carefully.

'Z' moves left. 'X' moves right.

The 'Space Bar' is used to drop boulders while 'C',drops a cauldron of oil.

Entering Program - Type in program 1 and save this to tape with 'CSAVE"',AUTO.Wind on the tape a little and enter and save program 2 with 'CSAVE"GAME"',AUTO'.

#### THE XENON SAGA BY S.G.DUTTON

RADON - Radon is a cross between a slow version of Galaxians and XER.The mothership sits at the top of the screen launching Kamikarzi fighters down the screen in vertical lines at you.Don't let the slow speed fool you as there are so many of them.Use a joystick to hurl your boomerang into the mothership reactor and watch it blow up. I can't garentee complete success everytime with these tips but it may save your Oric from being hurled through the monitor in frustration!



```

0 TEXT:CLS:PAPER0:INK7:POKE48035,0:POKE618,10:POKE755,255:RESTORE
5 REM LINES 120-280 CAN BE OMITTED
10 FORA=46080+8*ASC("a")+7:READB:POKEA,B:NEXTA
15 REM CASTLE
20 DATA0,15,31,31,31,31,15,0
25 DATA0,60,62,62,62,62,62,60,0
30 REM BATTLEMENTS
35 DATA31,63,63,0,0,0,0,0
40 DATA60,60,60,28,28,31,0,0
45 DATA0,0,1,1,1,63,0,0
50 REM GRASS
55 DATA16,36,41,42,42,63,63,0
60 REM HERO
65 DATA28,62,58,63,62,28,24,60
70 DATA14,31,23,63,31,14,6,15
75 DATA45,46,44,36,60,22,18,35
80 DATA45,29,13,9,15,26,18,49
85 REM CLIMBER
90 DATA30,63,63,63,12,44,63
95 DATA30,63,63,63,12,13,63
100 DATA63,63,30,30,18,18,50,3
105 DATA63,63,30,30,18,18,19,48
110 REM BOULDER
115 DATA30,63,63,63,63,63,63,30
120 REM MORE OF THE SAME (NDOS)
125 FORA=46080+8*ASC("0")+7:READB:POKEA,B:NEXTA
130 DATA62,34,34,34,34,62,0
135 DATA12,4,4,4,4,4,4,0
140 DATA62,2,2,62,32,32,62,0
145 DATA62,2,2,62,2,2,62,0
150 DATA34,34,34,62,2,2,0
155 DATA62,32,32,62,2,2,62,0
160 DATA32,32,32,62,34,34,62,0
165 DATA62,2,2,2,2,2,0
170 DATA62,34,34,62,34,34,62,0
175 DATA62,34,34,62,2,2,0
180 REM EVEN MORE OF THE SAME (LTS)
185 FORX=1T015
190 READD:A=8*D
195 FORN=0T07:READF
200 POKE46080+A+N,F:NEXTN
205 NEXTX
210 DATA65,62,34,34,62,34,34,0
215 DATA66,62,34,34,62,34,34,62,0
220 DATA67,62,32,32,32,32,62,0
225 DATA68,62,34,34,34,34,62,0

```

```

230 DATA69,62,32,32,62,32,32,62,0
235 DATA71,62,32,32,32,32,38,34,62,0
240 DATA77,62,42,42,42,42,34,34,34,0
245 DATA78,62,34,34,34,34,34,34,0
250 DATA79,62,34,34,34,34,34,62,0
255 DATA80,62,34,34,62,32,32,32,0
260 DATA82,60,36,36,62,34,34,34,0
265 DATA83,62,32,32,62,2,2,62,0
270 DATA85,34,34,34,34,34,62,0
275 DATA87,34,34,34,42,42,42,62,0
280 DATA89,34,34,34,62,8,8,8,0
285 REM LOADING SCREEN
290 PLOT0,10,20:PLOT0,13,20
295 FORN=1T012:PLOT15,N,CHR$(10)+CHR$(N-10)+"SIEGE":NEXTN
300 PLOT0,16,5:PLOT9,16,"WRITTEN BY C.WILLIAMS"
305 PLOT0,19,1:PLOT9,19,"LEAVE TAPE RUNNING..."
310 CLORD"SIEGE"

```

Listing 2

```

0 HI=2360
5 REM M.LOOP
10 GOSUB540
15 GOSUB400
20 GOSUB40
25 GOSUB105
30 GOTO20
35 REM MOVE ATTACKERS
40 C=C+1
45 IF C=3 THEN C=1
50 IF SCRN(A(C),B(C)-1)<>32 THEN GOTO85
55 PLOT(A(C),B(C),"PLOT(A(C),B(C)+1," "
60 B(C)=B(C)-1
65 IF B(C)=9 THEN GOTO320
70 N=B(C)/2
75 IF N=INT(N) THEN PLOT(A(C),B(C),"PLOT(A(C),B(C)+1," "
80 PLOT(A(C),B(C),"PLOT(A(C),B(C)+1," "
85 IF N=1 THEN RETURN
90 FORN=1T0N:NEXTN
95 RETURN
100 REM KEYS
105 X1=X
110 K#KEY$
115 IF K#=" " THEN GOTO125

```



# Oric-1 Atmos

```

3350 FORM=5T05:PLOT1,N,N-4:PLOT17,N,CHR$(14)+"HIT":NEXTN
3355 FORM=9T010:PLOT1,N,4:PLOT9,N,CHR$(10)+"<S> TO KEEP OPTIONS:NEXTN
3360 FORM=13T014:PLOT1,N,5:PLOT6,N,CHR$(10)+"<C> TO CHANGE OPTIONS:NEXTN
3365 FORM=17T018:PLOT1,N,6:PLOT13,N,CHR$(10)+"<Q> TO QUIT":NEXTN
3370 IF$>THENHI=5
3375 GETA$=IFA$="S"THENCLS:GOTO15
3380 IFA$="C"THENGOTO10
3385 IFA$="Q"THENCLS:END
3390 GOTO375
3395 REM SCREEN
3400 C=0:X=18:T$="g":B$="I"
3405 S=0:LI=3
3410 FORM=1T02
3415 B(N)=24
3420 A(N)=INT(RND(1)*29+1):IFA(N)<10THENGOTO420
3425 NEXTN:CA=3
3430 FORM=6T025:PLOT1,N,"abababab
3435 FORM=7T025STEP2:PLOT1,N,"babababa
3440 PLOT2,5,"ababab":PLOT32,5,"ababab":PLOT3,4,"abab":PLOT33,4,"abab"
3445 PLOT4,3,"ab":PLOT34,3,"ab"
3450 PLOT1,26,"ffffffffffffffffffffffffffffffff"
3455 PLOT9,8,"cdcdcdcdcdcdcdcdcdcd"
3460 FORM=8T012:PLOT3,N,"":PLOT35,N,"":NEXTN
3465 FORM=15T019:PLOT6,N,"":PLOT32,N,"":NEXTN
3470 PLOT0,26,2:PLOT9,6,5:PLOT30,6,6
3475 PLOT9,7,2:PLOT30,7,6
3480 FORM=9T025:PLOT9,N,1:PLOT30,N,6:NEXTN
3485 FORM=1T02:PLOT0,N,10:PLOT1,N,N:PLOT2,N,"SCORE = ":PLOT15,N,8
3490 PLOT15,N,N+2:NEXTN:PLOT27,1,5
3495 PLOT18,1,"LIVES = ":PLOT29,1,"CALLS = "
3500 PLOT20,2,"HI-SCORE = "
3505 PLOT25,1,STR$(LI):PLOT36,1,STR$(CA)
3510 GOTO8295
3515 HI$=STR$(HI):HI$=RIGHT$(HI$,LEN(HI$)-1)
3520 HI$=RIGHT$("0000"+HI$,5)
3525 PLOT31,2,HI$
3530 RETURN
3535 REM VOLUME + SKILL
3540 CLS:PAPER0:INK/6
3545 POK618,10:POKE48035,0
3550 PLOT0,10,20:PLOT0,13,20
3555 FORM=11T012:PLOT11,N,CHR$(10)+CHR$(N-10)+"VOLUME 1 TO 9":NEXTN
3560 GETV$=V=VAL(V$)
3565 IFV<10RV/>9THENGOTO560
3570 FORM=11T012:PLOT11,N,CHR$(10)+CHR$(N-10)+"SKILL 1 TO 9":NEXTN
3575 GETSK$=SK=VAL(SK$)

```

```

120 P$=K$
125 IFP$="Z" THEN IF X<10 THEN V=X-1:T$="h":B$="!"
130 IFP$="X" THEN IF X<29 THEN V=X+1:T$="g":B$="!"
135 IFP$=" " THEN P$="":GOTO160
140 IFP$="C" THEN P$="":GOTO250
145 PLOTX1=6," ":PLOTX1,7," ":PLOTX,6,T$:PLOTX,7,B$
150 RETURN
155 REM FIRE
160 Y=9:PLOTX,6,T$:PLOTX,7,B$
165 Y1=Y:Y=Y+1
170 SOUND1,Y1,V:PLAY3,0,7,0
175 IF SCR(X,Y)<32 THEN GOTO200
180 IF Y=24 THEN PLOTX,Y1," ":PLAY0,0,0,0:RETURN
185 PLOTX,Y1," ":PLOTX,Y,0"
190 GOTO165
195 REM HIT
200 PLOTX,Y1," "
205 PLAY0,0,0,0
210 FORC=1 TO2
215 IF A(C)=X AND B(C)=Y THEN PLOTX,Y," ":PLOTX,Y+1," ":GOTO225
220 NEXTC
225 FORN=1 TO2:MUSIC1,3,6,V:PLAY3,0,7,0:WAIT4:PLAY0,0,0,0:NEXTN
230 S=S+20:GOSUB295
235 B(C)=24:A(C)=INT(RND(1)*29+1):IF A(C)<10 THEN GOTO235
240 RETURN
245 REM CAULDRON
250 IF CA=0 THEN RETURN
255 CA=CA-1:PLOT36,1,STR$(CA)
260 FORN=1 TO12:MUSIC1,2,N,V:PLAY3,0,7,0:PAPER1:WAIT5:PAPER0:WAIT5:NEXTN
265 PLAY0,0,0,0
270 FORN=1 TO2:PLOTA(N),B(N)," ":PLOTA(N),B(N)+1," "
275 B(N)=24:A(N)=INT(RND(1)*29+1):IF A(N)<10 THEN GOTO275
280 NEXTN:WAIT50
285 RETURN
290 REM SCORE
295 S$=STR$(S):S1$=RIGHT$(S$,LEN(S$)-1)
300 S$=RIGHT$("00000"+S1$,5)
305 FORN=1 TO2:PLOT9,N,S$:NEXTN
310 RETURN
315 REM DEATH
320 LI=LI-1:PLOT25,1,STR$(LI)
325 FORN=12 TO1 STEP-1:MUSIC1,2,N,V:PLAY3,0,7,0:PAPER7:WAIT5:PAPER0:WAIT5:NEXTN
330 PLAY0,0,0,0
335 CLS:IF LI=0 THEN GOTO350
340 WAIT100:GOSUB410:GOTO20
345 REM MENU

```



# Oric-1 Atmos

```
580 IFSK<10RSK>9THEN50T0575
585 IFSK=1THENW=80
590 IFSK=2THENW=70
595 IFSK=3THENW=60
600 IFSK=4THENW=50
605 IFSK=5THENW=40
610 IFSK=6THENW=30
615 IFSK=7THENW=20
620 IFSK=8THENW=10
625 IFSK=9THENW=1
630 CLS:RETURN
```

```
635 REM *****
640 REM *
645 REM * THE END *
650 REM *
655 REM *****
9000 LPRINTCHR$(15);"LK";CHR$(20);
9010 END
```

## MONITOR

By Mick Poat

## Atmos

This is a very simple monitor routine for the ORIC ATMOS. When the FUNCT key is depressed, the current execution address will be displayed at the bottom left of the screen, in either TEXT or HIRES mode.

It works by intercepting the IRQ vector at 0245, so will not work when these interrupts are disabled, eg during CLOAD. When FUNCT is pressed, program execution stops until it is released again. The routine is self relocating by changing the start address AD in line 100. Check sums are included for most of the DATA, but if lines 200 to 270 are used, double check them before running the loader.

```
100 AD=#400
105 ST=AD:EN=AD+#5B
110 FOR LI=1000 TO 1050 STEP 10
120 CS=0:FOR N=0 TO 15:READ D#
130 V=VAL("#"+D#):CS=CS+V:POKE AD,V
140 AD=AD+1:NEXT N:READ D#
150 IF VAL("#"+D#)=CS THEN 170
160 PRINT "DATA ERROR IN LINE";LI:END
170 NEXT LI
190 REM LINES 200 TO 270 NOT NEEDED
195 REM IF AD=#400 IN LINE 100
200 DOKE ST+49,ST+68
210 DOKE ST+55,ST+68
220 DOKE ST+53,ST+18
230 DOKE ST+72,ST+79
240 H=INT((ST+13)/356)
250 L=ST+13-256+H
260 POKE ST+2,L
```

```
270 POKE ST+4,H
500 PRINT "SET TAPE TO RECORD & PRESS KEY"
510 GETK$:CSAVE"MONITOR",AST,EEN,AUTO
520 CALL ST:END
1000 DATA 78,A9,0D,A0,04,8D,45,02,8C,46,02,58,60,48,8A,48,054C
1010 DATA 98,48,A9,0E,A2,EF,20,90,F5,A9,BD,8D,00,03,A0,04,0767
1020 DATA 88,D0,FD,AD,00,03,29,08,F0,12,BA,A0,06,BD,05,01,065B
1030 DATA 20,44,04,BD,06,01,20,44,04,4C,12,04,68,A8,68,AA,0418
1040 DATA 68,4C,22,EE,48,29,0F,20,4F,04,68,4A,4A,4A,4A,C9,0510
1050 DATA 0A,90,02,69,06,69,30,99,90,BF,88,60,00,00,00,00,0474
2999 LPRINTCHR$(15);"POP";CHR$(20);
3000 END
```



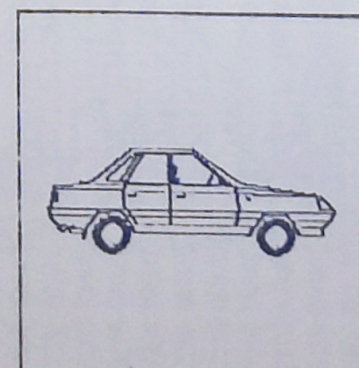
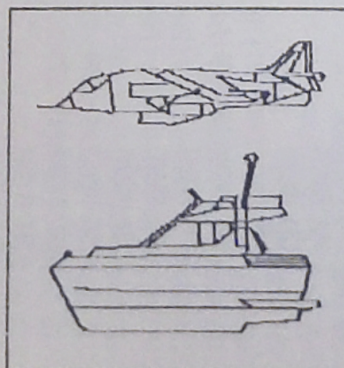
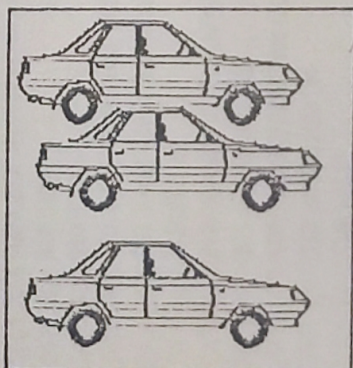
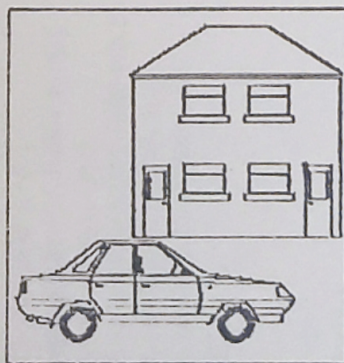
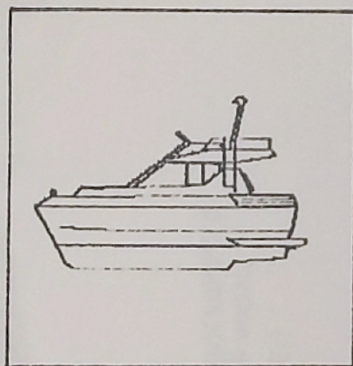
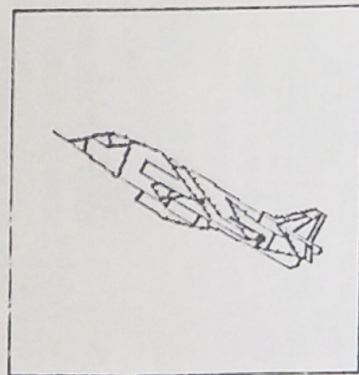
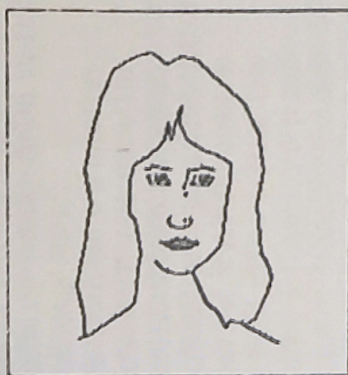
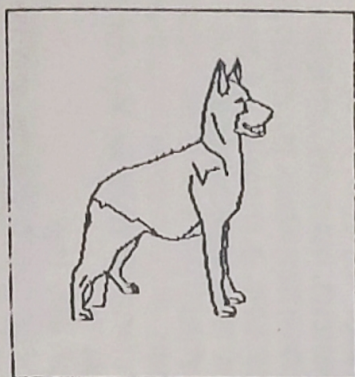


# LINE DRAWINGS

By Tom Williamson

Here are a collection of Mires line drawings that was sent into us by Tom Williamson of Lancashire. Tom says, "I'm not an expert on the programming side of computers, but I can draw a bit!".

There are two listings for Tom's drawings. The first listing contains drawings of Humble Abode, La Femme, Executive Car, and Food For Thought. The second has drawings for Cruiser, Jump Jet, Canine and again Food For Thought.





```

1020 REM *****
1030 REM
1035 CLS:WAIT80
1040 HIRE:PRINTCHR$(17):PAPER4:INK4:WAIT 80
1045 PRINT
1050 PRINT"      HUMBLE ABODE"
1052 INK0:MUSIC1,3,11,8:PLAY8,0,7,2000
1054 CURSET 50,60,1
1056 GOSUB 1060
1058 GOTO 1500
1060 DRAW50,-30,1:DRAW40,0,1:DRAW50,30,1:DRAW-140,0,1
1070 DRAW2,2,1:DRAW136,0,1:DRAW2,-2,1:DRAW-2,2,3:DRAW0,100,1:DRAW-136,0,1
1080 DRAW0,-99,1:CURMOV34,4,0
1082 PLAY0,0,0,0
1090 GOSUB 1110
1092 WAIT 50:PLAY0,0,0,0:WAIT50
1100 GOTO 1150
1110 REM WINDING: DRAW28,0,1:DRAW0,20,1:DRAW-28,0,1:DRAW0,-20,1:DRAW1,1,0
1112 MUSIC1,3,11,2:PLAY3,0,7,2000
1120 DRAW26,0,1:DRAW0,19,1:DRAW-26,0,1:DRAW0,-19,1:DRAW0,6,1:DRAW26,0,1
1130 DRAW,1,1:DRAW-26,0,1:DRAW0,11,1:DRAW26,0,1:DRAW0,1,1:DRAW3,0,1
1140 DRAW,4,1:DRAW-32,0,1:DRAW0,-4,1:DRAW3,0,1:RETURN
1150 CURMOV 42,-19,0:GOSUB 1110
1154 WAIT 40:PLAY0,0,0,0:WAIT40
1160 CURMOV0,30,0:GOSUB1110
1164 WAIT40:PLAY0,0,0,0:WAIT40
1170 CURMOV-42,-19,0:GOSUB1110
1174 WAIT40:PLAY0,0,0,0:WAIT40
1180 CURMOV79,-18,0
1190 DRAW17,0,1:DRAW0,45,1:DRAW-17,0,1:DRAW0,-45,1:CURMOV4,24,0:CIRCLE1,1
1194 MUSIC1,3,11,4:PLAY1,0,7,2000
1200 CURMOV-1,-3,0:DRAW11,0,1:DRAW0,-17,1:DRAW-11,0,1:DRAW0,17,1
1202 WAIT50:PLAY0,0,0,0:WAIT40
1205 REM OTHER DOOR
1210 CURMOV -92,-21,0
1214 MUSIC1,3,11,4:PLAY5,0,7,2000
1220 DRAW-17,0,1:DRAW0,45,1:DRAW17,0,1:DRAW0,-45,1:CURMOV-3,24,0:CIRCLE1,1
1230 CURMOV 0,-3,0:DRAW-11,0,1:DRAW0,-17,1:DRAW11,0,1:DRAW0,17,1
1240 WAIT50:PLAY0,0,0,0:WAIT40
1250 RETURN
1500 INK0
1510 PRINT:PRINT"PRESS ANY KEY FOR MENU:"
1520 GET A$
1530 GNA GOTO 1540
1540 PAPER0:INK0:CLS:WAIT80:GOTO 15
1550 END

```



```

0 REM YOUR ORIC NEWSLETTER 1987
1 REM
10 REM "LINE DRAWINGS"
12 REM BY TOM WILLIAMSON 1986
15 PLAY0,0,0,0
20 TEXT:CLS:PAPER0:INK2:PKE618,2:PKE48035,0
30 PRINTCHR$(27);
40 PRINT"1"
50 PRINTCHR$(4);
60 PRINTCHR$(27);"V";CHR$(27);"E";
70 PRINTCHR$(27);"J"      LINE DRAWINGS"
90 PRINTCHR$(4)
100 PRINTCHR$(27);
110 PRINT"1"
120 PRINTCHR$(6)
130 PRINT
150 PRINT:PRINTCHR$(4);
155 PRINTCHR$(27);"A";
160 PRINTCHR$(27);"J"      1. HUMBLE ABODE"
162 PRINT
164 PRINT
170 PRINT
175 PRINTCHR$(27);"B";
180 PRINTCHR$(27);"J"      2. LA FEMME
190 PRINT
200 PRINT
210 PRINT
215 PRINTCHR$(27);"E";
220 PRINTCHR$(27);"J"      3. EXECUTIVE CAR"
230 PRINT
240 PRINT
250 PRINT
255 PRINTCHR$(27);"F";
260 PRINTCHR$(27);"J"      4. FOOD FOR THOUGHT"
270 PRINT
295 PRINTCHR$(4)
300 PRINT:PRINTCHR$(27);"T";CHR$(27);"G";
302 PRINTCHR$(27)"L      Please type a number"
310 MUSIC1,2,11,8:PLAY3,0,7,2000:WAIT30:PLAY0,0,0,0
315 GET R$
320 R=VAL(R$):IFR(10R)>4 THEN320
330 ON R GOTO 1000,2000,3000,4000
340 END
350 REM
1000 REM *****
1010 REM * HUMBLE ABODE *

```



```

2000 REM
2010 REM
2020 REM *****
2030 REM * LA FEMME *
2040 REM *****
2050 REM
2060 REM
2065 CLS:WAIT80
2070 HIRE:PRINTCHR$(17):PAPER0:INK0:WAIT 80:PRINT
2071 PRINT"
2072 CURSET100,18,0
2074 GOSUB 2080
2076 GOTO 2480
2080 DRAW10,-2,1:DRAW10,7,1:DRAW10,-5,1:DRAW10,2,1:DRAW10,9,1
2090 DRAW10,8,1:DRAW10,9,1:DRAW5,10,1:DRAW5,10,1:DRAW1,10,1:DRAW2,10,1
2100 DRAW-2,10,1:DRAW-2,10,1:DRAW3,30,1:DRAW5,8,1:DRAW2,8,1:DRAW-3,10,1
2110 DRAW-3,6,1:DRAW-4,8,1:DRAW-6,4,1:DRAW-10,-2,1:DRAW-3,4,1:DRAW-5,-9,1
2120 DRAW-7,-6,1:DRAW-5,-10,1:DRAW-5,-10,1:DRAW10,-7,1:DRAW 8,-8,1
2130 DRAW2,-10,1:DRAW1,-10,1:DRAW1,-10,1:DRAW2,-10,1:DRAW0,-10,1:DRAW-8,-5,1
2140 DRAW-10,-3,1:DRAW-5,-3,1:DRAW-5,-3,1:DRAW-5,-10,1:DRAW1,-10,1
2150 DRAW-4,10,1:DRAW-2,10,1:CURMOV-1,0,1:DRAW-2,-10,1:DRAW-2,10,1:DRAW-4,5,1
2160 DRAW-6,5,1:DRAW-10,5,1:DRAW-3,10,1:DRAW0,10,1:DRAW0,10,1:DRAW4,4,1
2170 DRAW2,10,1:DRAW2,10,1:DRAW-2,10,1:DRAW-1,10,1:DRAW-1,10,1:DRAW-4,4,1
2180 DRAW-10,6,1:DRAW-10,6,1:DRAW-5,4,1:DRAW-8,3,1
2182 REM
2185 CURMOV3,-2,1: DRAW0,-10,1:DRAW-2,-10,1
2190 DRAW-3,-10,1:DRAW2,-10,1:DRAW2,-10,1:DRAW2,-10,1
2200 DRAW1,-10,1:DRAW2,-10,1:DRAW-2,-10,1:DRAW-2,-10,1
2210 DRAW2,-10,1:DRAW2,-11,1:DRAW6,-22,1:DRAW8,-18,1:DRAW16,-9,1
2215 CURMOV 71,162,1:DRAW35,18,1
2220 CURMOV- 90,-106,0:CIRCLE1,1:CIRCLE3,1
2230 CURMOV- 5,-3,1:DRAW 8,0,1:DRAW4,6,1:DRAW-12,0,1:DRAW-3,-4,1:DRAW3,-2,1
2240 DRAW7, 7,3:DRAW3,-3,1:DRAW2,-2,3:DRAW-3,-3,3:DRAW-12,3,3:DRAW-2,-4,3
2250 DRAW6,-3,1:DRAW12,2,1:DRAW-12,-1,1:DRAW-3,1,1
2260 CURMOV36, 6,1:CIRCLE1,1:CIRCLE3,1:CURMOV3,-3,1:DRAW-8,0,1:DRAW-4,6,1
2270 DRAW12,0,1:DRAW3,-4,1:DRAW-3,-2,1:DRAW-7,7,3:DRAW-3,-3,1:DRAW-2,-2,3
2280 DRAW3,-2,3:DRAW12,0,3:DRAW2,-2,3:DRAW-6,-3,1:DRAW-12,2,1:DRAW12,-1,1
2290 DRAW3,1,1:DRAW-15,1,3:DRAW-3,10,1:DRAW2,2,3:DRAW-1,2,1
2295 REM NOSE
2300 DRAW2,13,3:DRAW2,2,1:DRAW0,2,1:DRAW-2,2,1:DRAW-2,0,1
2310 DRAW-1,1,1:DRAW-5,0,1:DRAW-1,-1,1:DRAW-2,0,1:DRAW-2,-2,1:DRAW0,-2,1
2320 DRAW1,-1,1:DRAW10,0,3:DRAW 0,2,1
2330 REM MOUTH
2340 CURMOV-7,10,1
2350 DRAW2,6,1:DRAW3,0,3:DRAW1,0,1:DRAW4,1,1:DRAW-5,0,1:DRAW-1,0,0
2360 DRAW-3,0,1:DRAW-7,1,1:DRAW19,0,1:DRAW3,1,1:DRAW-25,0,1

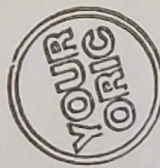
```



```

3280 DRAW0,3,1:DRAW1,0,1:DRAW0,-2,1:DRAW20,3,3:DRAW2,-5,1:DRAW5,5,3
3290 DRAW0,-5,1:DRAW3,3,1:DRAW-3,3,1:DRAW-28,6,3:DRAW5,0,1:DRAW0,1,1
3300 DRAW-4,0,1:DRAW-27,0,3:DRAW-5,0,1:DRAW0,-1,1:DRAW4,0,1
3305 PLAY0,3,0,0:SOUND4,7,5
3308 RETURN
3310 INK7:WAIT300:INK5:WAIT300:INK5:WAIT300:INK4:WAIT300:INK3:WAIT300:INK2
3320 WAIT300:INK1
3500 PRINT:PRINT"PRESS ANY KEY FOR MENU:"
3510 GET A$
3520 GNA GOTO 3530
3530 PAPER0:INK0:CLS:WAIT80:GOTO15
3540 END
3600 END
4000 REM
4010 REM FOOD FOR THOUGHT
4020 REM
4025 CLS:WAIT80
4030 HIRES:CLS:PRINTCHR$(17)
4060 PAPER0:INK7
4090 PRINT"          FOOD FOR THOUGHT"
4090 WAIT 100
4110 CURSET 90,30,0:GOSUB 1060
4115 WAIT 100
4118 PRINT:PRINT
4120 CURSET 55,187,0:GOSUB 3080
4130 WAIT 1000:PLAY0,0,0,0
4200 HIRES:PAPER4:PRINTCHR$(17):WAIT80
4210 CURSET 90,187,0:GOSUB3080:WAIT100
4220 CURSET 60,130,0:GOSUB3080:WAIT100
4230 CURSET47,75,0:GOSUB3080:WAIT 1000
4999 PLAY0,0,0,0
5000 WAIT2000:PAPER0:INK0:WAIT80:GOTO 15
6000 END

```



*Listing 2*

```

0 REM YOUR ORIC NEWSLETTER 1987
1 REM
10 REM "LINE DRAWINGS"
12 REM by Tom Williamson 1986
14 PLAY0,0,0,0
15 CLS
20 TEXT:POKE 618,2:POKE48035,0:PAPER0:INK2:WAIT80
30 PRINTCHR$(27);

```

```

40 PRINT"1"
50 PRINTCHR$(4);
60 PRINTCHR$(27);"V";CHR$(27);"@";
70 PRINTCHR$(27);"J"
LINE DRAWINGS"
90 PRINTCHR$(4)
100 PRINTCHR$(27);
110 PRINT"1"
120 PRINT
130 PRINT
150 PRINT:PRINTCHR$(4);CHR$(27);"A";
160 PRINTCHR$(27);"J"
1. CRUISER"
162 PRINT
164 PRINT
166 PRINTCHR$(6)
170 PRINTCHR$(27);"B";
180 PRINTCHR$(27);"J"
2. JUMP JET"
190 PRINT
195 PRINT
200 PRINT
210 PRINTCHR$(27);"C";
220 PRINTCHR$(27);"J"
3. CANINE"
230 PRINT
240 PRINT
245 PRINT
250 PRINTCHR$(27);"D";
260 PRINTCHR$(27);"J"
4. FOOD FOR THOUGHT"
270 PRINT
295 PRINTCHR$(4)
300 PRINT:PRINTCHR$(27);"T";CHR$(27);"G";
310 PRINTCHR$(27)"L Please type a number"
312 MUSIC1,2,11,8:PLAY3,0,7,2000:WAIT30:PLAY0,0,0,0
320 GETR$
330 R=VAL(R$):IFR<100R>4 THEN 320
340 ON R GOTO 1000,2000,3000,4000
390 END
1000 REM *****
1010 REM * CRUISER *
1020 REM *****
1030 REM
1032 REM
1034 CLS
1040 HIRES:PRINTCHR$(17):PAPER4:INK4:WAIT 80
1050 PRINT:PRINT"
1060 CURSET 30,100,0
1062 GOSUB 1070
1064 GOTO 1300

```



```

1070 DRAW 169,0,1: DRAW-3,15,1: DRAW-110,0,1: DRAW-40,-2,1: DRAW-16,-13,3
1080 DRAW20,36,1: DRAW5,3,1: DRAW100,0,1: DRAW4,-5,1: DRAW33,-2,1: DRAW1,-6,1
1090 DRAW4,0,1: DRAW8,-3,1: DRAW0,-3,1: DRAW-50,0,1: DRAW8,4,1: DRAW37,0,1
1100 DRAW-156,0,1: DRAW0,1,3: DRAW155,0,1: DRAW-5,-5,3: DRAW1,-5,1: DRAW5,-15,3
1110 DRAW-4,-8,1: DRAW-40,0,1: DRAW5,7,1: DRAW38,0,1: DRAW-1,-2,1: DRAW-37,0,1
1120 DRAW-2,-2,1: DRAW37,0,1: DRAW-1,-2,1: DRAW-37,0,1: DRAW-118,1,1: DRAW-9,6,1
1130 DRAW7,-6,3: DRAW0,-2,1: DRAW2,0,3: CIRCLE2,1: DRAW2,2,1: DRAW10,0,1
1140 DRAW5,-5,1: DRAW30,-3,1: DRAW10,-8,1: DRAW0,-5,1: DRAW-35,0,1: DRAW-18,14,1
1150 DRAW-3,1,3: DRAW18,-13,1: DRAW-3,-1,1: DRAW-18,13,1: DRAW-30,1,1
1155 REM
1160 DRAW49,-14,3: DRAW18,-15,1: DRAW-5,-5,1: DRAW1,-1,1: DRAW7,7,1: DRAW-13,10,1
1170 DRAW25,-6,1: DRAW40,0,1: DRAW3,4,1: DRAW-25,4,1: DRAW-45,0,1: DRAW13,0,3
1180 DRAW0,14,1: DRAW10,0,1: DRAW0,-14,1: DRAW11,4,3: DRAW13,0,1: DRAW7,15,1
1190 DRAW2,-2,1: DRAW-6,-10,1: DRAW-1,0,1: DRAW-5,8,3: DRAW-7,0,1: DRAW0,-30,1
1200 DRAW-8,0,1: DRAW-7,8,1: DRAW-7,-5,3: DRAW19,0,1: DRAW2,4,1: DRAW5,0,3
1210 DRAW0,-3,1: DRAW6,-25,1: DRAW-1,-2,1: DRAW-3,0,1: DRAW3,-3,1: DRAW3,0,1
1220 DRAW3,3,1: DRAW-2,0,1: DRAW-6,25,1: DRAW0,5,1: DRAW22,0,3: DRAW0,-7,1
1230 DRAW-22,0,1: DRAW0,33,1
1290 RETURN
1300 INK7: WAIT 1000
1310 CLS: PRINT: PRINT "PRESS ANY KEY FOR MENU:"
1320 GET A$
1330 GVA GOTO 1290
1340 INK0: PAPER0: CLS: GOTO 15
1400 END
2000 REM *****
2010 REM * JUMP JET *
2020 REM *****
2030 REM
2040 REM
2045 CLS
2050 HIRES: PRINTCHR(17): PAPER4: INK4: WAIT80: PRINT
2051 PRINT
2052 CURSET175,90,1
2054 GOSUB 2060
2056 GOTO 2300
2060 DRAW0,-1,1: DRAW8,0,1: DRAW6,-4,1: DRAW12,-11,1: DRAW1,-2,1
2070 DRAW6,0,1: DRAW0,19,1: DRAW5,0,1: DRAW-41,0,1: DRAW0,6,1: DRAW18,0,1
2080 DRAW-5,0,3: DRAW0,10,1: DRAW-6,3,3: DRAW28,-8,1: DRAW7,0,1: DRAW-5,-9,1
2090 DRAW-25,0,1: DRAW0,-2,1: DRAW14,-13,1: DRAW-3,0,1: DRAW7,0,1: DRAW4,-7,3
2100 DRAW-11,19,1: DRAW10,1,3: DRAW0,-17,1: DRAW3,0,1: DRAW5,16,3: DRAW3,3,1
2110 DRAW-2,3,1: DRAW-2,0,1: DRAW-7,-3,1: DRAW4,8,1: DRAW-5,1,1: DRAW-14,-9,1
2120 DRAW-5,0,3: DRAW17,8,1: DRAW5,0,3: DRAW0,7,1: DRAW-3,3,1: DRAW-26,0,1
2130 DRAW0,-4,1: DRAW-7,0,1: DRAW0,2,1: DRAW-25,0,1: DRAW-38,-16,1: DRAW0,-1,1
2140 DRAW7,-2,1: DRAW35,15,1: DRAW15,0,1: DRAW6,3,1: DRAW2,0,1: DRAW6,-3,3
2150 CIRCLE2,1: CIRCLE3,1: CIRCLE1,1: DRAW-3,0,3: DRAW0,-3,1: DRAW-19,0,1
2160 DRAW-3,1,1: DRAW18,0,1: DRAW-9,0,1: DRAW-16,-10,1: DRAW25,4,1: DRAW0,-6,1
2170 DRAW-10,0,1: DRAW-15,-1,1: DRAW-20,-1,1: DRAW-15,0,1: DRAW-15,0,1
2180 DRAW15,5,1: DRAW4,4,3: DRAW-25,0,1: DRAW0,8,1: DRAW20,0,1: DRAW20,-2,1
2190 DRAW3,-3,1: DRAW2,1,1: DRAW-3,3,1: DRAW-10,0,3: DRAW-7,5,1: DRAW0,7,1
2200 DRAW25,0,1: DRAW5,-2,1: DRAW0,-2,1: DRAW10,-1,1: DRAW23,-1,1: DRAW-33,2,3
2210 DRAW-3,-3,1: DRAW-26,0,1: DRAW0,5,1: DRAW-7,3,1: DRAW7,4,1: DRAW-15,-8,1: DRAW4,-4,1
2220 DRAW15,0,1: DRAW-7,0,3: DRAW0,5,1: DRAW-2,5,3: DRAW-20,0,1: DRAW-13,0,1
2230 DRAW-3,-22,1: DRAW10,-3,1: DRAW12,-1,1: DRAW-25,3,1: DRAW-7,2,1: DRAW-5,1,1
2240 DRAW-10,9,1: DRAW-3,3,1: DRAW-8,5,1: DRAW-10,0,1: DRAW10,0,1: DRAW34,3,1
2250 DRAW3,1,1: DRAW3,-1,1: DRAW-27,-2,3: DRAW-3,-8,1: DRAW2,-2,3: DRAW12,0,1
2260 DRAW12,-8,1: DRAW-15,0,3: DRAW5,7,1: DRAW32,12,3: DRAW0,6,1: DRAW-1,0,1
2270 DRAW0,2,1: DRAW15,0,1: DRAW5,1,1: DRAW5,-1,1: DRAW15,-4,1: DRAW0,-7,1: INK7
2280 RETURN
2300 PLAY0,3,0,0: SOUND4,6,7: WAIT2000: PLAY0,0,0,0
2500 INK0: PAPER0: CLS: WAIT80: GOTO15
2510 END
3000 REM *****
3010 REM * CANINE *
3020 REM *****
3022 REM
3024 REM
3026 CLS
3030 HIRES: PRINTCHR(17): PAPER0: INK7: WAIT80: PRINT
3040 PRINT
3040 CANINE"
3100 CURSET 50,180,0
3104 GOSUB 3110
3106 GOTO 3600
3110 DRAW0,-17,1: DRAW1,-12,1: DRAW5,-6,1: DRAW4,-20,1: DRAW3,-4,1: DRAW0,-6,1
3120 CURNOW-3,10,1: DRAW2,-12,1: DRAW3,-8,1: DRAW6,-8,1: DRAW5,-3,1: DRAW6,-3,1
3130 DRAW6,-3,1: DRAW3,0,1: DRAW7,-3,1:
3140 REM BACK
3150 DRAW2,0,1: DRAW17,-7,1: DRAW3,0,1: DRAW9,-5,1: DRAW5,-1,1
3160 REM NECK
3170 DRAW3,-22,1: DRAW5,-17,1
3180 REM HEAD
3190 DRAW4,-10,1: DRAW2,2,1: DRAW1,4,1: DRAW1,5,1: DRAW1,4,1: DRAW-1,5,1
3200 DRAW-3,1,1: DRAW-2,-2,1: DRAW0,-5,1: DRAW1,-5,1: DRAW0,-6,1: CURNOW4,10,1
3210 DRAW5,-5,1: DRAW4,-8,1: DRAW2,4,1: DRAW0,5,1: DRAW-1,5,1: DRAW-2,-5,1
3220 DRAW1,-6,1: CURNOW-4,9,1: DRAW4,2,1: DRAW6,4,1: DRAW2,5,1: DRAW4,2,1
3230 DRAW5,2,1: DRAW5,3,1: DRAW-1,4,1: DRAW-3,3,1: DRAW-3,3,1: DRAW-3,1,1
3240 DRAW-4,0,1: DRAW-4,-2,1: DRAW0,2,1: DRAW3,2,1: DRAW3,1,1: DRAW3,1,1
3250 DRAW4,-2,1: DRAW0,-3,1: DRAW0,5,1: DRAW-4,2,1: DRAW-5,0,1: DRAW-2,-1,1
3260 DRAW-3,-1,1: DRAW-5,-1,1: DRAW3,1,1
3270 REM NECK AND FORELEGS
3280 DRAW1,22,1: DRAW0,11,1: DRAW-13,12,1: DRAW-9,8,1: DRAW-2,10,1: DRAW-1,10,1
3290 DRAW1,11,1: DRAW-1,5,1: DRAW2,13,1: DRAW5,1,1: DRAW1,3,1: DRAW-1,3,1

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3610 WAIT 500:PAPER4:WAIT500:PAPER1:WAIT500:PAPER2:WAIT500:INK0:WAIT500
3620 PAPER5:WAIT500:PAPER6:WAIT500:PAPER3:WAIT500:PAPER7
3630 CLS:PRINT:PRINT"PRESS ANY KEY FOR MENU:"
3640 GET A$
3650 GOTO 3660
3660 PAPER0:INK0:CLS:WAIT50:GOTO15
3700 END
4000 REM
4010 REM FOOD FOR THOUGHT
4020 REM
4030 HIRES:PAPER0:INK7
4040 PRINTCHR$(17):PRINT"FOOD FOR THOUGHT"
4050 CURSET 35,150,0:GOSUB 1070
4060 WAIT 100
4070 CURSET170,30,0:GOSUB2060:WAIT1000
4072 HIRES
4074 PRINTCHR$(17)
4080 WAIT50:INK7:PAPER4
4090 CURSET 30,180,0:GOSUB 3110
4100 WAIT100:CURSET32,180,0:GOSUB 3110
4110 WAIT 300:CURSET34,180,0:GOSUB 3110
4120 CURSET36,180,0:GOSUB 3110:WAIT 100
4130 CURSET38,180,0:GOSUB 3110
4140 WAIT500
4300 HIRES:PRINTCHR$(17):PAPER1:INK7
4310 CURSET170,30,0:GOSUB2060:WAIT100
4320 CURSET170,80,0:GOSUB2060:WAIT100
4340 CURSET170,130,0:GOSUB2060
4500 WAIT 1000:INK0:PAPER0:CLS:GOTO 15
5000 END
8000 LPRINTCHR$(15);"SKJEMG":CHR$(20);
8001 END

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3300 DRAW-10,0,1:CURMOV3,-17,1:DRAW4,9,1:DRAW5,0,1:DRAW5,-1,1:DRAW0,-3,1
3310 DRAW-3,-3,1:DRAW-3,0,1:DRAW-4,-10,1:DRAW-1,-12,1:DRAW2,-19,1
3320 CURMOV-9,55,1:DRAW-1,-4,1:DRAW-2,-5,1:DRAW-1,-10,1:DRAW-2,-11,1
3330 DRAW-2,-25,1:DRAW-4,-10,1:DRAW-3,-9,1:DRAW1,-9,1
3340 REM CHEST
3350 CURMOV6,34,1:DRAW-10,3,1:DRAW-10,1,1:DRAW-8,-2,1:DRAW-8,-3,1
3360 DRAW-6,4,1:DRAW-6,4,1:DRAW-6,4,1
3370 REM HIND LEG
3380 DRAW-5,10,1:DRAW-10,6,1:DRAW-5,3,1:DRAW-4,6,1:DRAW0,10,1:DRAW3,0,1
3390 DRAW2,3,1:DRAW0,3,1:DRAW-12,0,1
3400 REM TAIL
3410 CURMOV14,-24,1:DRAW-2,10,1:DRAW-5,6,1:DRAW13,0,1:DRAW4,-22,1
3420 REM LAST LEG
3430 CURMOV0,2,1:DRAW10,12,1:DRAW2,0,1:DRAW0,-3,1:DRAW-3,-3,1:DRAW-4,0,1
3440 DRAW-4,-4,1:DRAW0,-5,1:DRAW5,-6,1:DRAW5,-6,1:DRAW4,-8,1
3450 REM DETAIL
3460 CURMOV-10,31,1:DRAW3,0,1:DRAW2,3,1:CURMOV-36,14,1:DRAW3,0,1:DRAW2,3,1
3480 CURMOV-5,-20,1:DRAW4,-6,1
3490 CURMOV6,-47,1:DRAW4,2,1:DRAW2,4,1:DRAW4,-2,1:DRAW5,4,1:DRAW5,2,1
3500 DRAW5,4,1:DRAW5,-1,1:DRAW6,4,1:DRAW8,6,1
3510 CURMOV14,0,1:DRAW10,-8,1
3520 CURMOV-2,-35,1:DRAW5,12,1:DRAW3,-8,1:DRAW3,-2,1
3530 CURMOV-10,-15,1:DRAW3,4,1:DRAW5,2,1:DRAW5,4,1:DRAW1,3,1:DRAW1,6,1
3540 CURMOV7,-28,1:DRAW1,-9,1:DRAW6,-1,1:DRAW-1,-3,1:DRAW0,-3,1:DRAW3,-2,1
3550 CURMOV-8,2,1:DRAW4,0,1:DRAW-2,-2,1:DRAW-3,2,1
3560 CURMOV-15,7,1:DRAW3,11,1:DRAW4,7,1
3570 CURMOV2,93,1:DRAW3,0,1:DRAW2,2,1
3580 CURMOV-10,6,1:DRAW3,0,1:DRAW2,3,1
3590 RETURN
3600 REM COLOURS

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